

WHAT IS CLAIMED:

1. A gaming apparatus in which symbols are provided to determine winning outcomes, wherein an object-element passes in a path through displayed pathways on a display, as the object-element passes over symbol collecting positions on the display in the pathways, symbols on collecting positions are activated as part of a game display, the gaming apparatus providing at least one award for predetermined combinations of symbols, the object-element collecting at least two symbols in a single pass through the path.
2. The gaming apparatus of claim 1 wherein an order for collection of the at least two symbols is indicated on the display.
3. The gaming apparatus of claim 1 wherein the at least two symbols comprises from 3 to 5 symbols.
4. The gaming apparatus of claim 1 wherein the at least two symbols comprises from 3 to 5 symbols and an order for collection of the 3 to 5 two symbols is indicated on the display.
5. The gaming apparatus of claim 1 wherein the pathway moves from one end of the display to an opposite end of the display.
6. The gaming apparatus of claim 1 wherein the pathway moves between the top and bottom of the display.
7. The gaming apparatus of claim 1 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.
8. The gaming apparatus of claim 4 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

18. The gaming apparatus of claim 8 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

5 19. The gaming apparatus of claim 9 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

10 20. The gaming apparatus of claim 10 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

15 21. The gaming apparatus of claim 7 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

20 22. The gaming apparatus of claim 10 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

23. The gaming apparatus of claim 11 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

25 24. The gaming apparatus of claim 12 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

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9. The gaming apparatus of claim 5 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

5 10. The gaming apparatus of claim 6 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

 11. The gaming apparatus of claim 7 wherein paths are identified by virtual objects on the display.

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 12. The gaming apparatus of claim 8 wherein paths are identified by virtual objects on the display.

 13. The gaming apparatus of claim 9 wherein paths are identified by virtual objects on the display.

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 14. The gaming apparatus of claim 11 wherein the object is an image of a ball, animal or projectile.

20 15. The gaming apparatus of claim 12 wherein the object is an image of a ball, animal or projectile.

 16. The gaming apparatus of claim 13 wherein the object is an image of a ball, animal or projectile.

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 17. The gaming apparatus of claim 7 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.